(working draft/working title)

Transintivus: Types of Souls

After death the soul goes through a process of growth and decay a form of transformation on its journey between mortal flesh and the oneness of everything. Although there is no longer carnal death involved there are forms in which the soul can disperse and concentrate, a form of actualization beyond the mortal ego. things beyond the pain, pleasure, pride, humility, and prestige of the mortal life. A life after life.

- Mortal Souls: Souls of the living that are subject to the Carnal Death.
- Fragmented Mortal Soul:
- Loose souls:?
- Waiting Soul:
- Bare Soul:
- Meta-Souls: Souls That Reside in the "Immortal Realm"
- Infra-Souls: (Immortal) Souls That Reside in the "Mortal Realm"
- Ascended Souls:
- Reincarnating Souls:
- Deviant-Souls:

Descriptions and Alignments

All paths and alignments are subject to change. This journey is based on each character/players freewill and choices, no person has to adhere to the default order and alignment.

Meta-Soul:

- The path of Ancestor to Chief and The path of Devotee to Marquis: A soul chooses this path out of it's unwavering faith to guide all souls to their highest good through the justice and ethics that were bestowed to them from on high. It believes only in truism of the universe and from the evidence of all wisdom collected sense the beginning of mortal time and the conception of the immortal expansion.
- Advisor/Elder/Chief: is paths geared more to the governance of the heavenly society established within the immortal expansion and its decision for the mortal world. In charge of the rites of passage of waiting souls and the promotion of meta souls to higher states of conscious.

- Devotee/Captain/Marquis: These paths are the cogs of the immortal expansion, the Guides, Healers, Protectors, and Care Takers that are devoted to the homeostasis of both the mortal and immortal realms. Often runs errands and accepts missions in the mortal realm more frequently than the previous path listed. Most martial paths take this path.

Infra-Soul

- The path of Altruist to Partisan and The path of Local to Legend: A soul chooses this path out of it desire to proactively touch the lives of the living. They feel the strongest that existence is filled with gray areas and there are no absolute solutions. They may feel the path of self-actualization and self-exploration is important to the expansion of their own consciousness. The souls have a moral compass but also often act out of self-interest.
- Altruist/Patron/Partisan: is a path geared more to the affairs of human society and resolving its conflict as well as the guidance of individual living souls. These souls feel strongly that true change can be accomplished if mortal souls are guided before death and are willing to dabble in the affairs of the living to make that happen. Because they are a scholarly/arcana path they are often viewed to be sources of wisdom and enlightenment for both humans and other infra-souls due to their experience and often prior and present access to divine records in heaven and on earth. They are often in a symbiotic partnership with Legend Generals.
- Local/Libero/Legend: is a path that focuses more on the expansion of its own ideology and moral compass as a way to promote greater good among humans. Is a martial path and are often in conflict with malignant souls that threaten the homeostasis of human kind. They have tendency to establish territorial areas within the land of the living as a way to protect and control positive outcome. Once they achieve legend expansion often they build spiritual armies and organizations comprised of other infra souls including those of the altruist to partisan path.

Deviant Souls

- Degenerate/Devils/xxxx/: is a path that forms when a souls goes too long as a bare soul. often because it has no desire to choose a purpose for greater good. it is the absence or instability of the souls moral compass. it is possible the compass has been lost, stolen, forgotten, atrophied, or just flat out abandoned. the desire of a soul to self actualize is innate so these soul types still go on to expand and grow self awareness but in a more selfish and self interested direction. while local/libero/legends fight for the greater good degenerate/devils/xxxx/ are just living for their enjoyment, interest, or curiosity. This does not imply that all of them are evil or malevolent but more then likely they are, and or are too sporadic to be trusted.
- Shades/Devoids/xxxx/: is not so much a path but an outcome. it is when a soul has wasted away to an unrecognizable form. usually these are formed when a soul is fragmented for

too long. some souls are fragmented during their time alive and some are fragmented after death. if another soul does not guide them back to completion or help retrieve their soul pieces they can become first a shade and progressively evolve to worse state ultimately becoming more malevolent and destructive. even creating a new identity for itself in higher evolutions that is made purely of intentions from the abyss.

Exceptional Souls

- Ascendant Souls: are souls that never truly died, but through discipline, cultivation, and determination they were able to surpass the barrier that keeps the soul tied to the physical vessel. for example a monk who ascended through solitude and meditation. These souls can choose to remain on the path of pure ascent which would be a neutral neutral alignment or they can take on another path that resonates with their souls journey.
- Reincarnating Soul: is a soul that has arrived to Transintevus and wants to immediately return to the material this soul might want to return to the material world quickly but it has to go through the cleansing and rights of passage that all recently deceased souls have to go through. In some scenarios the soul will also have to accomplish something or contribute to the betterment of the greater purpose. This soul can take on many alignments. Sometimes even choose an evil alignment or degenerate path out of their lack patience with the will of heaven.
- Pure Ancestor: not all souls want to uphold some serious duties or callings or even want to ascend. some souls don't want return to earth or move on to the a greater beyond. some just want to enjoy the fruits of the afterlife and bask in is radiance or just be still and know the greatness of beautiful pauses and have a slice of life in the afterlife. these souls have a less serious path that they resonate with. Their is a beauty in souls that understand small things, they are among those that are highly favored by the heavens. even if the soul is a jokester or loves to indulge a little too much at times sometimes the water is clearer when it isn't clouded with the instinctual programming of the greater purpose.

Waiting, Bare, and Fragmented Souls

When a soul dies and is in waiting to enter Transintevus it is considered a waiting soul.
Fragmented souls is the state of a soul when it is broken or lost pieces of its core identity and essence.
once it is heal and completely whole it is a bare soul till it chooses its path of expansion. long as a soul is healed and whole it can remain bare for as long as it wants without degeneration or expansion. Ultimately they usually take the role of daily citizen taking on more simple task till they find their spark.

First draft of map below:

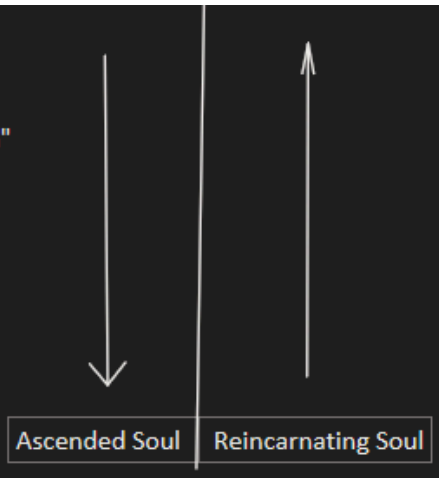
Souls in Transitivus

- Waiting Soul

Meta-Souls: Souls That Reside in the "Immortal Realm"

Bare Soul:

Ancestors		Devotee
Elder		Captain
Chief		Marquise



Infra-Souls: (Immortal) Souls That Reside in the "Mortal Realm"

- Descended Meta soul/Exiled and Voluntary Descent:
- Loose Soul:
- Fragmented Loose Soul:

Paths of descended and loose souls

Altruist	Deviant 1	Deviant 2	Local
Patron	Shade	Degenerate	Libero
Partisan	Devoid	Devil	Legend